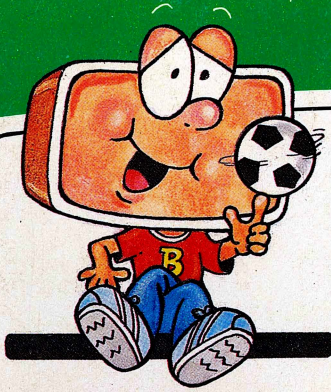
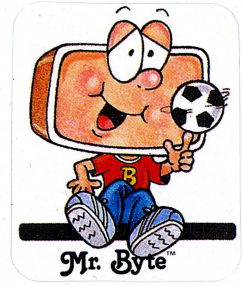


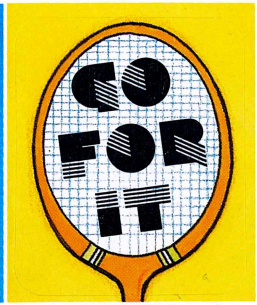
12 COLLECTOR STICKERS INSIDE

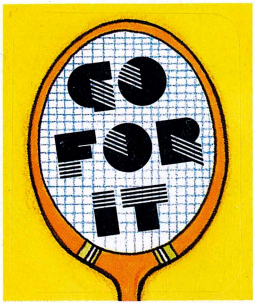
Mr. Byte™ PRESENTS

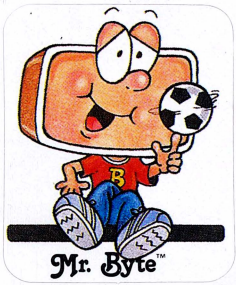
COMPUTERS IN SPORTS

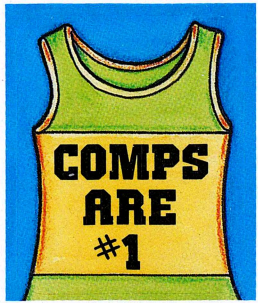
Plus FREE Home Run Computer Program

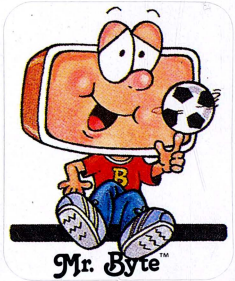


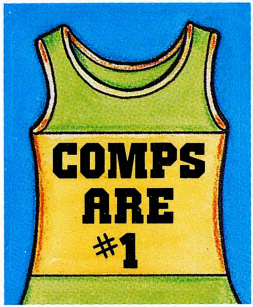












Sports

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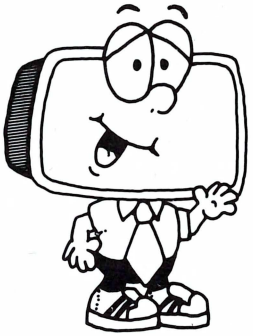

Mr. Byte

presents

COMPUTERS IN SPORTS

•Mr. Byte™ Series edited by Christopher Brown

•Computers in Sports illustrated by Tom Kinarney

•Mr. Byte™, Jennifer and Jay concepted by Jean Rudegeair

Mr. Byte™ Computer Books with Collector Stickers

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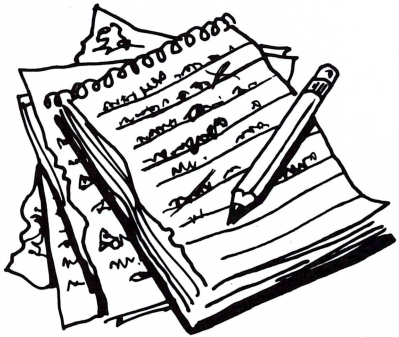


"Hey, Jay, let's go out and play a little soccer before it gets dark!" called Jennifer as she came into the family room. Jay looked up from the desk to see Jennifer tossing a soccer ball into the air.

"Sure, okay," he muttered. But instead of getting up, Jay scratched his head and continued to write. Looking over his shoulder, Jennifer saw a notebook filled with numbers.

"If that's your math homework, it's a mess!" she said.

"No, I'm trying to figure out how this year's team stacks up against last year's. It's really confusing. I wish there was an easier way to keep track of these statistics."

"There is, Jay," said a strange voice. Leaning against the home computer, an odd little character popped a grape into his mouth and grinned.

"Mr. Byte!" exclaimed Jay and Jennifer.

STARS
23

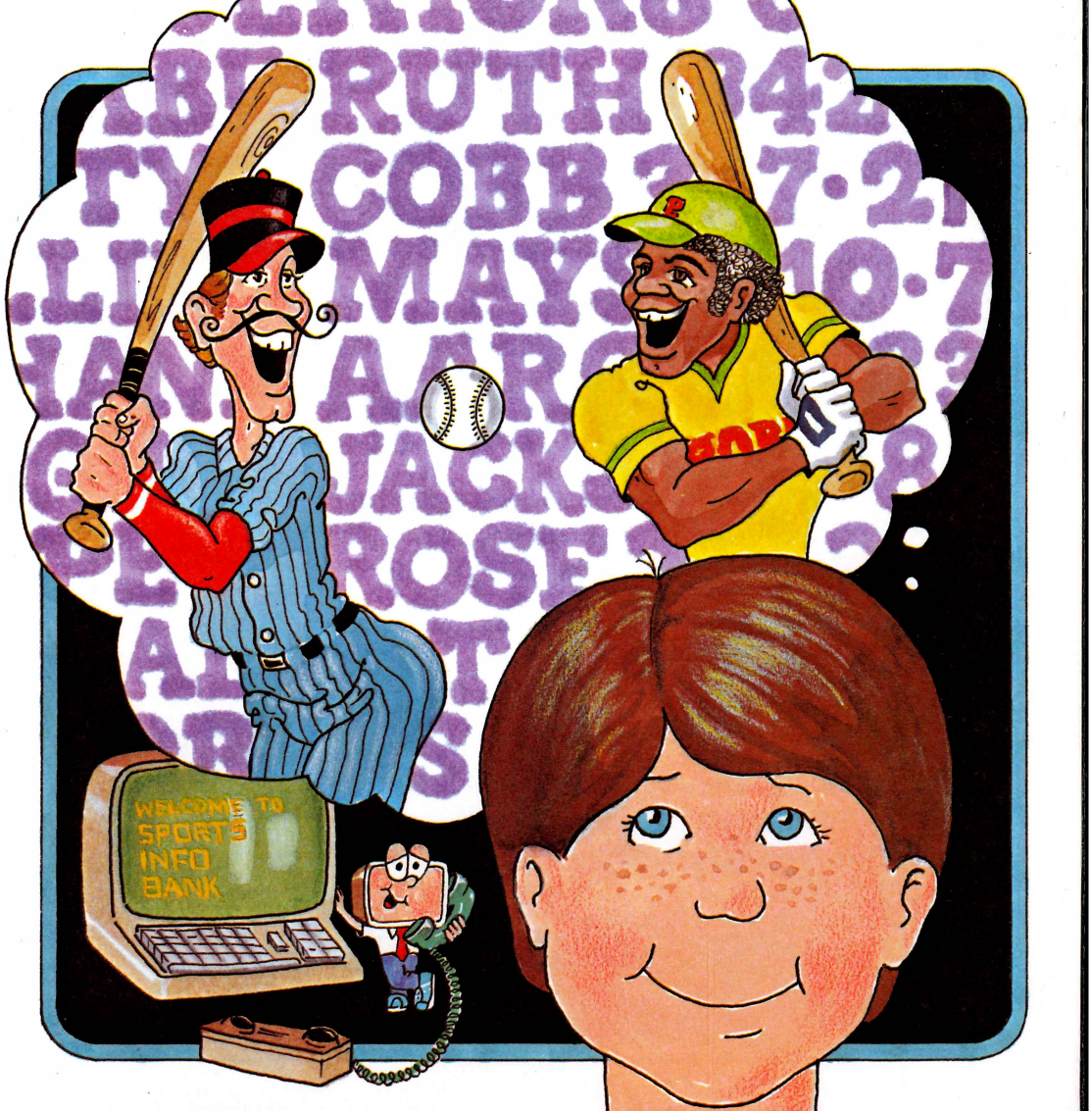
"What's the problem, Jay?" asked Mr. Byte.

"I'm trying to compare batting averages, but I can't remember all the stuff I need to know."

"How would you like to be able to look up the record of every baseball player from Babe Ruth to Reggie Jackson?" asked Mr. Byte. "And you won't need one single record book. Just this!" He patted the home computer. "If your computer is connected to a sports data bank, you can get all the information you want."

"How does it work?" asked Jennifer.

Mr. Byte dialed a number on the telephone and set the receiver in the modem. In seconds the home computer was connected. "WELCOME TO SPORTS INFO BANK," the video screen read.


RUTH
COBB
MAYS
JACK
ROSE
WELCOME TO
SPORTS
INFO
BANK

"Let's see," began Mr. Byte. He touched a key on the keyboard. "B for baseball and another B for batting." Columns of players' names with batting averages moved up the screen. Next came strike-out and stolen base records.

"This tells you everything but the price of the hot dogs in the ball park!" exclaimed Jay.

"What a great idea!" cried Mr. Byte. "A STADIUM FOOD INFO BANK! Hot dogs, peanuts, popcorn, orange soda . . . that's the best part of any game for me!"

"Is Sports Info Bank just about baseball?" asked Jennifer.

"Oh, no!" said Mr. Byte. "Just pick your sport. Tennis, figure skating, soccer, bridge, championship dart throwing, all-pro apple bobbing . . ."

GET YOUR PEANUTS,
POPCORN, HOT DOGS,
PROGRAMS, STATISTICS
PEANUTS
PROGRAMS

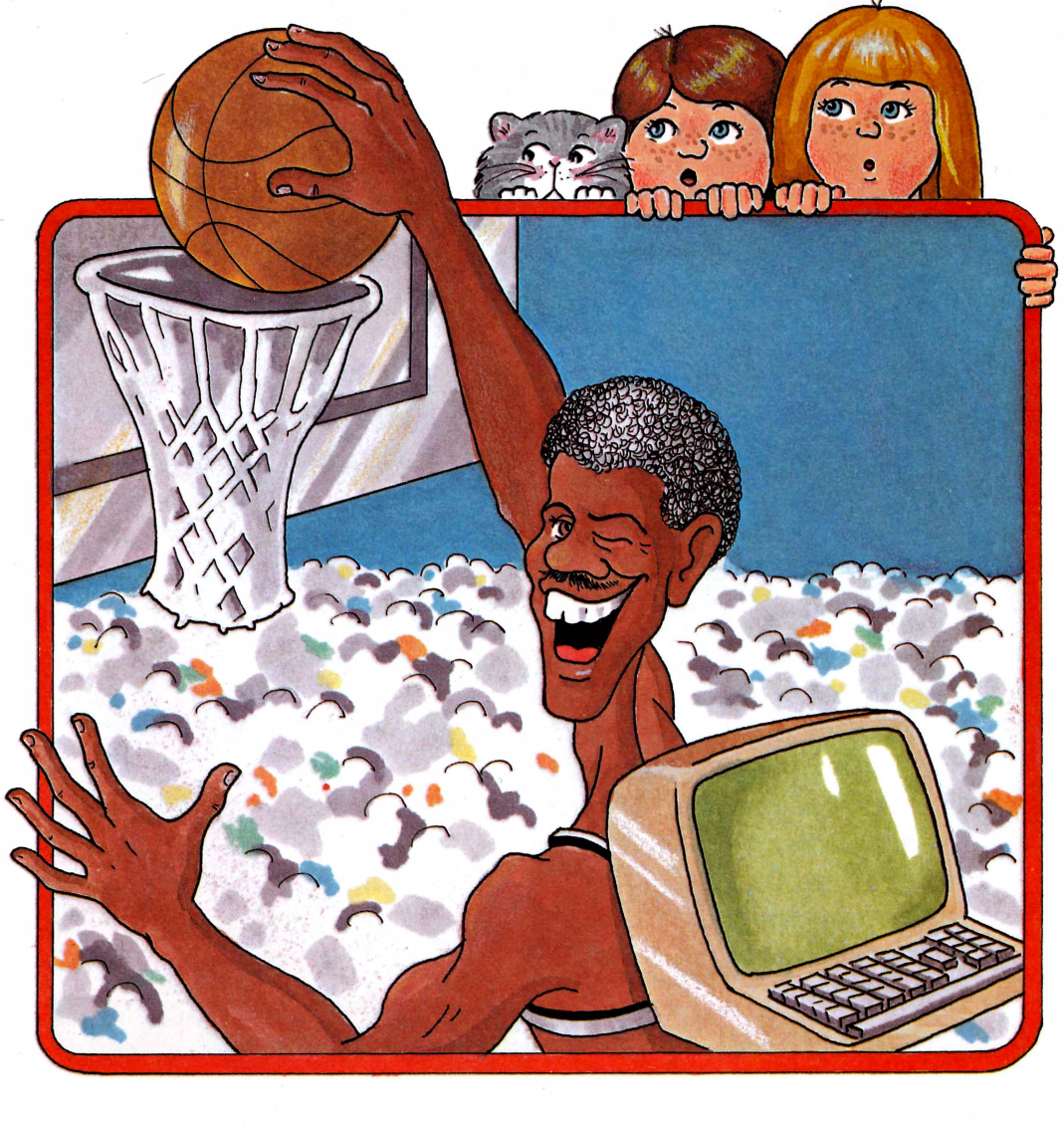
"If computers can keep sports records and statistics," asked Jennifer, "can they help with playing the game?"

"They can't do that!" insisted Jay. "Imagine a basketball pro trying to slam dunk with a computer strapped to his back."

"Maybe not on his back," said Mr. Byte, "but at least on the sidelines. More and more coaches are using computers to keep track of player statistics and game strategies in order to improve team skill."

"What if the other team has a computer, too?" asked Jennifer.

"That's when the game gets close! Scouts use computers all the time to study another team's performance. But training is important, too, and computers can help with that."

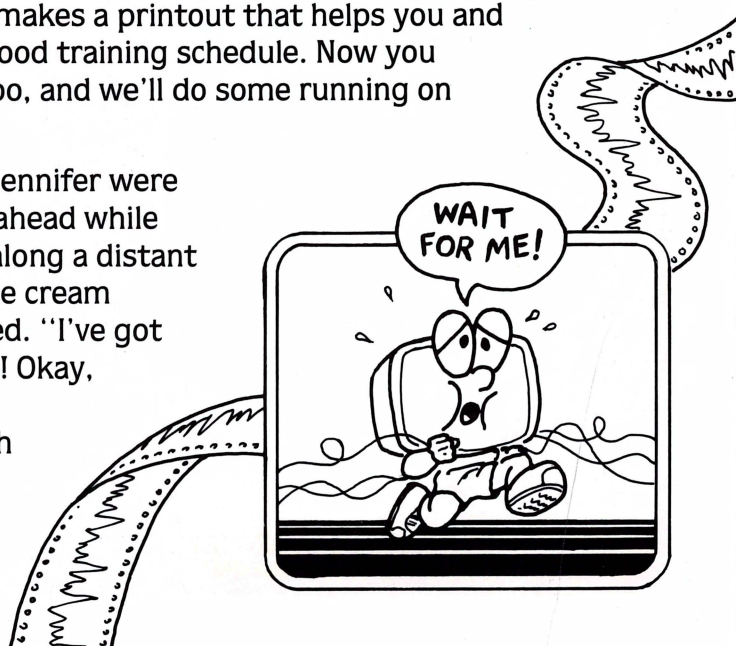


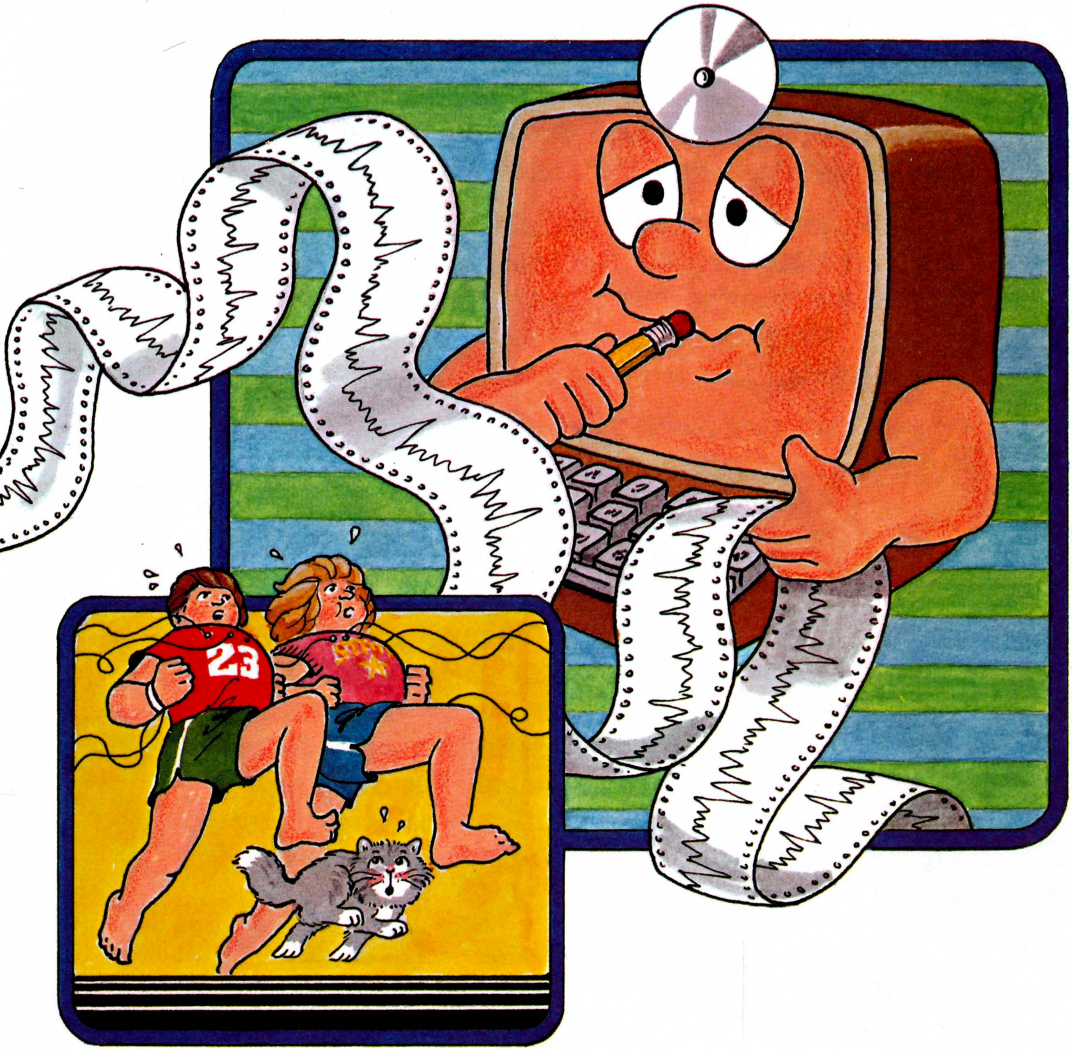
"I just happen to have the Dr. Byte Patented Physical Fitness Tester with me," said Mr. Byte. "You kids get warmed up and I'll connect you to the computer."

Jay and Jennifer waited patiently while Mr. Byte wired them to the computer. "What's all this equipment for?" they asked.

"Stress testing," replied Mr. Byte. "We can find out whether you're in shape or need to work harder. The computer measures your oxygen usage and keeps tabs on your heart rate. Then it makes a printout that helps you and your coach plan a good training schedule. Now you kids hook me up, too, and we'll do some running on the treadmill."

Soon Jay and Jennifer were running full speed ahead while Mr. Byte chugged along a distant third. "Too many ice cream sundaes," he gasped. "I've got to go on a diet. Urp! Okay, you guys, that's —puff-puff—enough stress testing for now. Ugh!"

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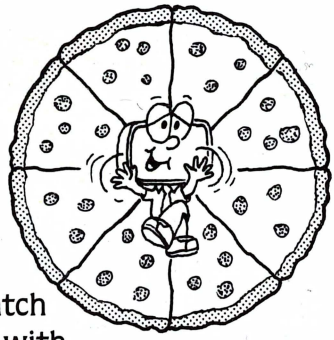
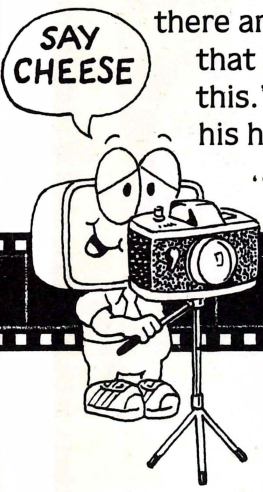


"Can't a coach tell how a player is doing without a computer?" asked Jay.

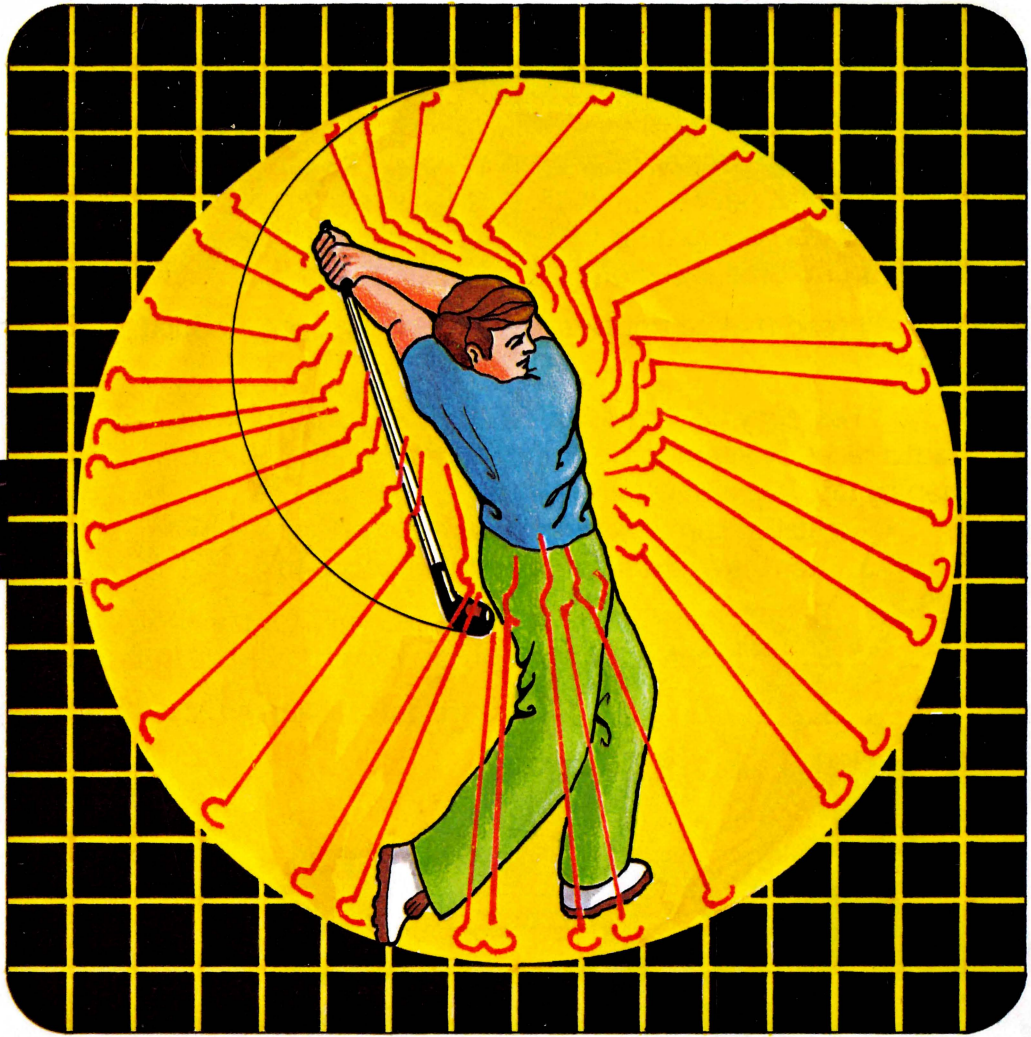
"Oh, sure," answered Mr. Byte. "But there are things a coach can't see, things that are important for him to know. Watch this." Mr. Byte made rapid movements with his hands. "Can you tell what I'm doing?"

"Swatting flies?" guessed Jennifer.



"No," said Mr. Byte. "I wrote 'pepperoni' with my left hand and 'pizza' with my right hand. A computer attached to a high-speed camera could record every detail. Think how useful that would be to, say, a golfer as he swings and hits the ball. The computer prints out a diagram showing the exact pattern of motions the golfer uses to swing. It even tells him how far the ball went and in which direction—"

"And what the golfer did wrong," Jay added, "so that he can improve his stroke."



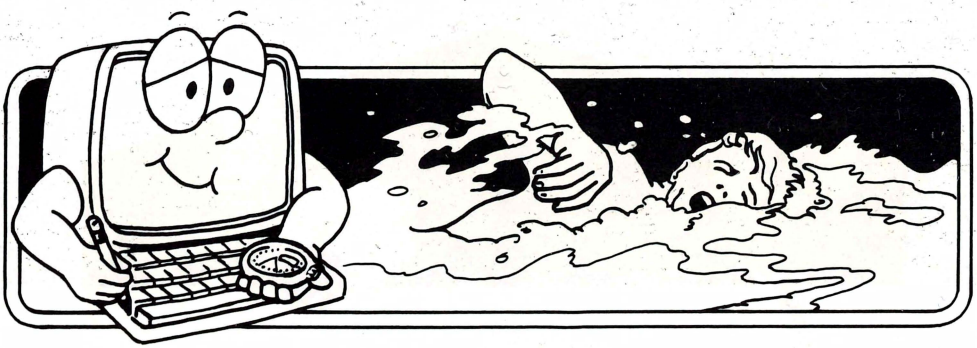
"Computers can design sports equipment, too," said Mr. Byte. "Running shoes, racing bikes, skis, vaulting poles, even sailboats, have been designed by computers. And the best part is . . . engineers can use the computer to test the new equipment before any of it is ever made. That saves time and money."

"I read that computers design race cars, too," added Jay.

"Yes, they do," said Mr. Byte. "Computers also time auto races by keeping track of the position of each car lap by lap. If the finish is too close for the officials to call, a computer can tell who won the race by tenths or even hundredths of a second."

"I'll bet you don't get very far trying to argue with a computer, either," said Jennifer.

"You sure don't," agreed Mr. Byte.

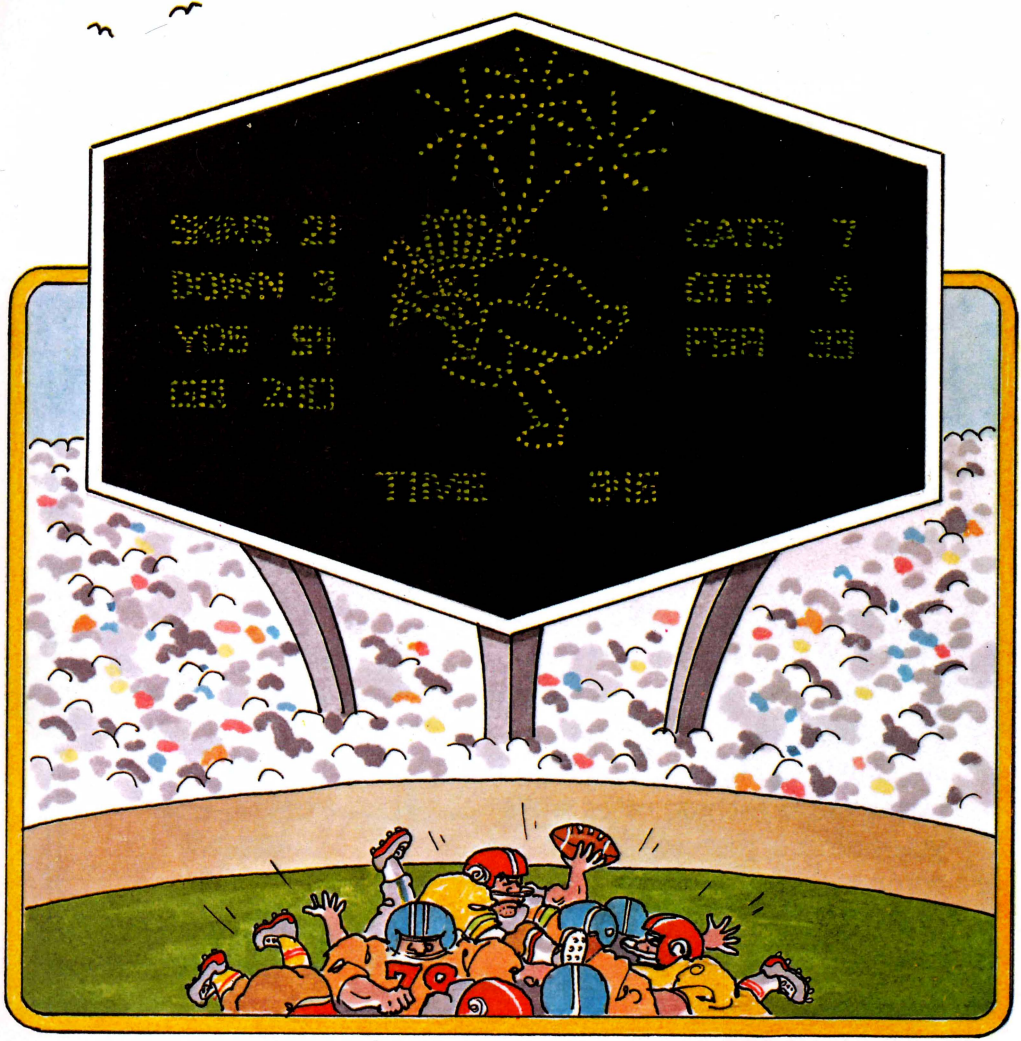


"Computers are used for scoring other sporting events, too," said Jennifer. "Gymnastics, figure skating, skiing competitions, swimming meets. I suppose it's because computer timing and scoring is so fair and accurate."

"And fun!" added Mr. Byte. "If you've ever been in a big sports stadium, you've probably seen the pictures that flash on the scoreboard when the home team scores. Well, computers make those pictures, too!"

"Wow! I like what happens on the scoreboard almost as much as I like the game!" said Jay. He jumped high off the floor, shouting "Yea, team! Tear 'em up! Charge!"

Jennifer laughed and shook her head. "If you think Jay's bad now, you ought to hear him when we go to a real ball game. He even cheers the man who waters the playing field!"

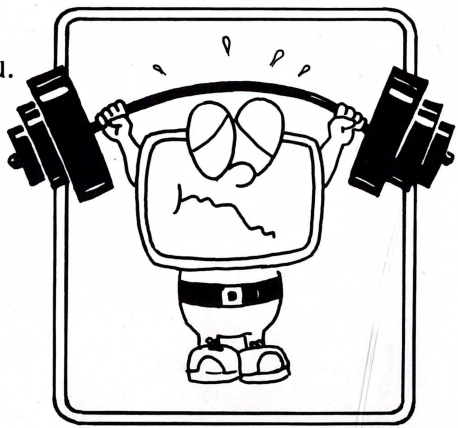

BEARS 21
DOWN 3
YDS 51
QTR 2ND
CATS 7
QTR 4
PTS 33
TIME 3:18

"But we're not professional athletes, Mr. Byte," said Jay. "What can our home computer do to help us get better at sports and games?"

"Lots of things. Your home computer can show you ways to get in shape and stay that way. You can buy physical fitness computer programs that keep records of exactly what kind of exercises you do and tell you how much you should work out every day. It's like having a gym teacher right in your own home."

"But does the computer make you exercise?" asked Jennifer. "Jay always puts it off. And, I guess, so do I."

Mr. Byte laughed. "No, sorry. The computer can only remind you. The rest is up to you. But did you know that you can buy a tiny computer to wear like a wrist watch? It can tell you about your heart and breathing rates while you exercise, just like bigger computers can."



23

"Eating properly is important to an athlete, too," continued Mr. Byte with a big smile. He patted his little round tummy. "Boy, do I know a lot about that! You've got to be careful and eat the right foods, especially if you're an athlete."

"Can our home computer help us watch our weight?" asked Jennifer.

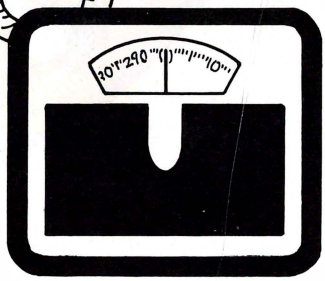
"Why, my World Famous Fight the Flab Physical Development and Weight Control Computer Program is as good as any health spa."

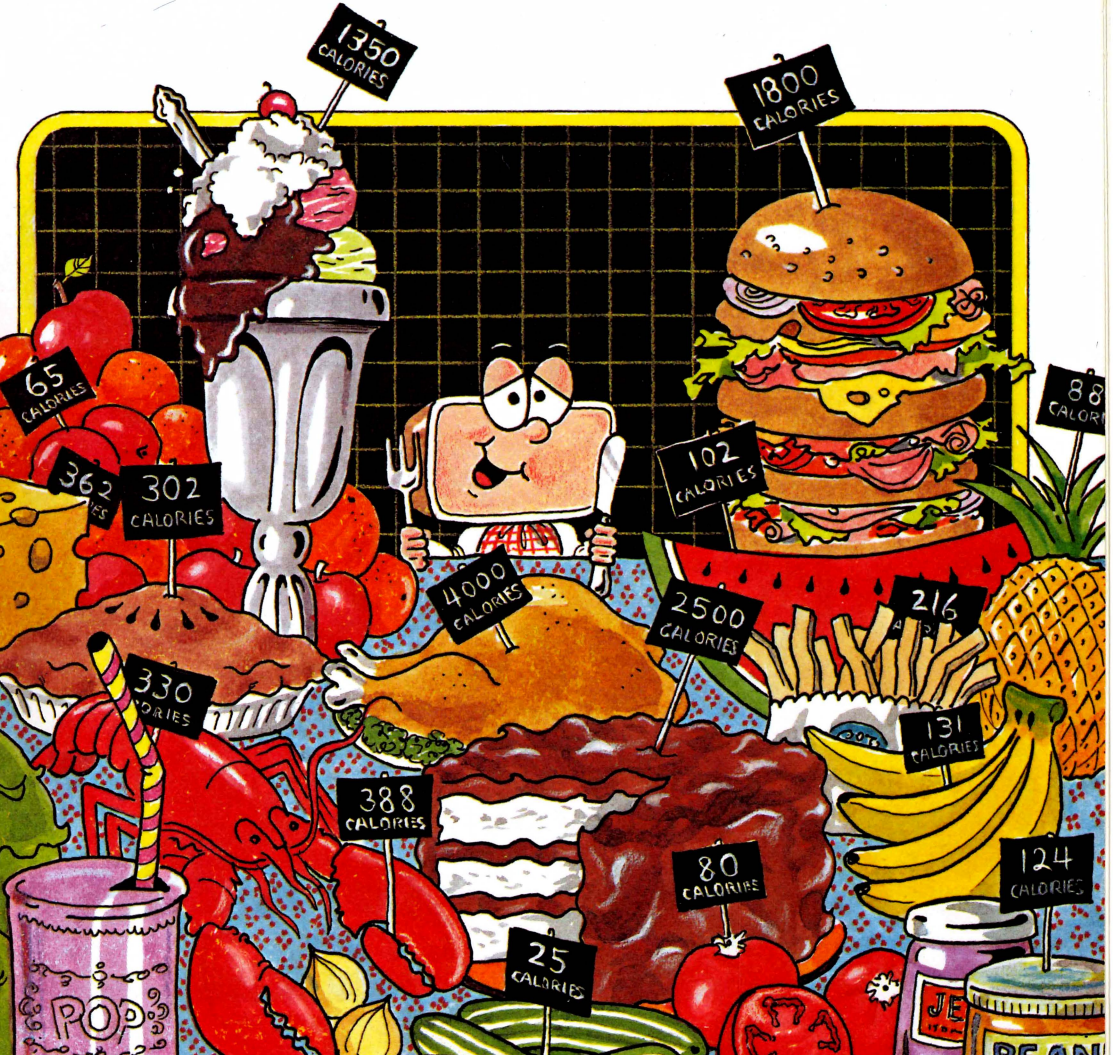
"What kind of diet do you recommend?" asked Jay.

"Wonderful low-calorie stuff! Half a cup of pineapple-beet juice cocktail. Two ounces of stewed tomatoes with coconut topping. Ground beef sherbet—"

"Yuck!!" said Jay.

"Gross!" said Jennifer.

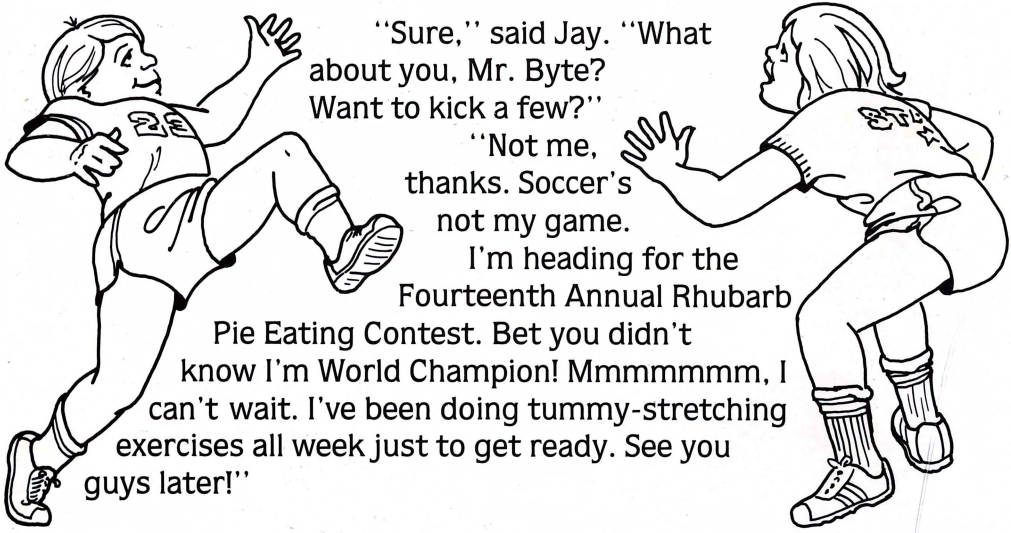



1350 CALORIES
1800 CALORIES
65 CALORIES
362
302 CALORIES
102 CALORIES
88
4000 CALORIES
2500 CALORIES
216
330
388 CALORIES
131 CALORIES
80 CALORIES
124 CALORIES
25 CALORIES
POP

"If computers are getting so involved in the sports world," asked Jay, "won't that take all the fun out of it?"

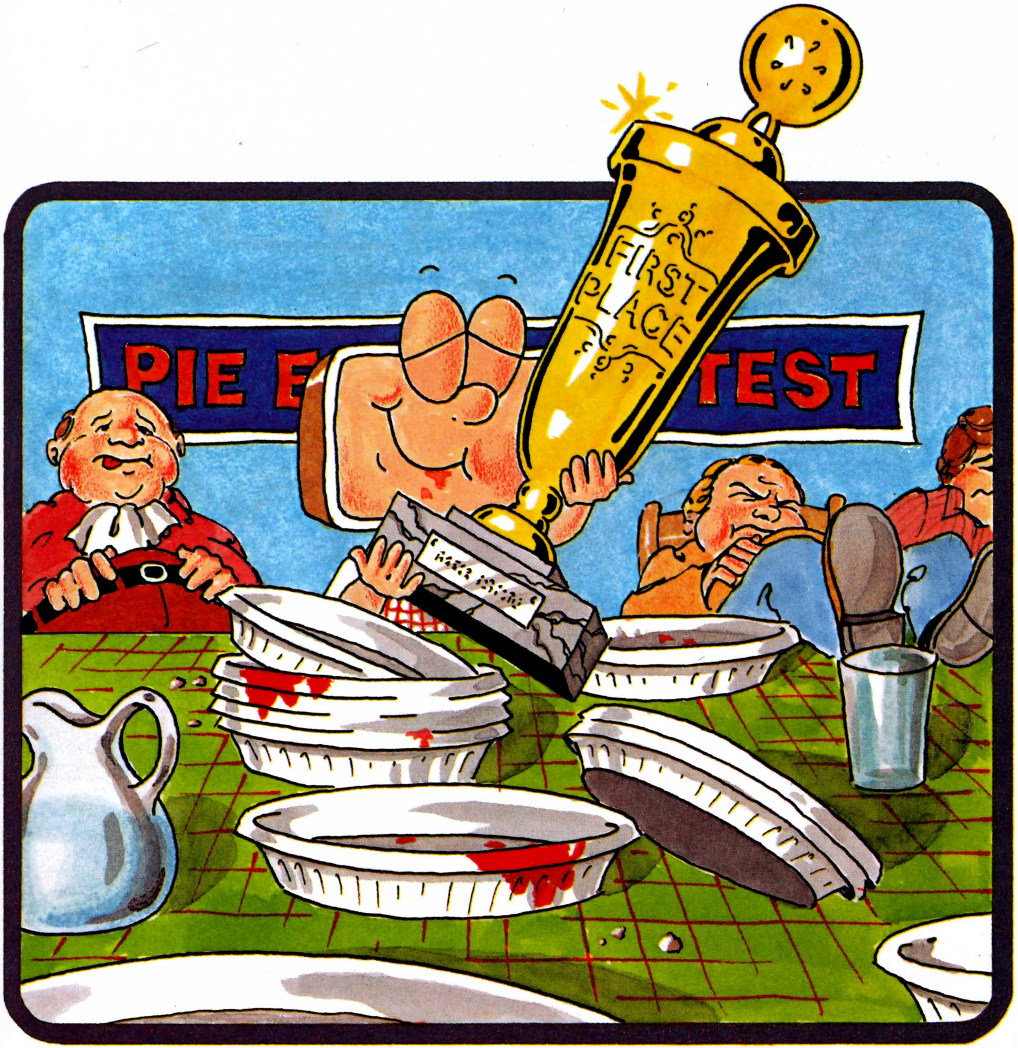
"Oh, no," answered Mr. Byte. "The challenge to improve will always be a part of sports. Computers can help us find out how to do our best. But we're still the ones who make the effort. That's a big part of the fun of sports."

Jennifer twirled the soccer ball, then tossed it in Jay's direction. "Ready for a game now?" she asked.



"Sure," said Jay. "What about you, Mr. Byte? Want to kick a few?"

"Not me, thanks. Soccer's not my game. I'm heading for the Fourteenth Annual Rhubarb Pie Eating Contest. Bet you didn't know I'm World Champion! Mmmmmmm, I can't wait. I've been doing tummy-stretching exercises all week just to get ready. See you guys later!"


FIRST PLACE
TEST

Mr. Byte's Home Run Computer Program

Ask a grownup to help you enter this program into your computer.

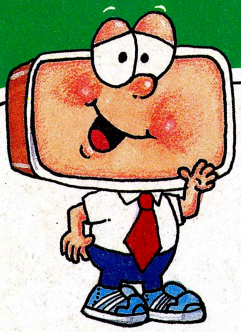
1. Copy every line exactly as you see it. Do not omit anything, including spaces.
2. After you have entered the program, type RUN .
3. If you see SYNTAX ERROR IN {LINE NUMBER} you have entered that line incorrectly. Type LIST {LINE NUMBER} and compare what you wrote to the program. Retype the line number and the line, and RUN . Continue this process until all the "bugs" are out.
4. If you wish to save this program, refer to your owner's manual.

```
 10 FOR I = 1 TO 24: PRINT: NEXT I
 20 D$(0) = "LEFT": D$(1) = "LEFT CENTER":0$(0) = "POP"
 30 D$(2) = "CENTER": D$(3) = "RIGHT CENTER": D$(4) = "RIGHT"
 40 0$(2) = "FLY": 0$(3) = "FOUL": 0$(4) = "LINE"
 50 B1$(1) = "FIRST": B1$(2) = "SECOND": B1$(3) = "THIRD": 0$(1) = "GROUND"
 60 PRINT "ENTER THE NAME OF THE HOME TEAM: ";: INPUT T$(2)
 70 PRINT "ENTER THE NAME OF THE VISITING TEAM: ";: INPUT T$(1)
 80 PRINT "ENTER THE NUMBER OF INNINGS TO PLAY: ";: INPUT N9
 90 PRINT "ENTER A NUMBER BETWEEN 1-1000: ";: INPUT X
100 T = 1: N = 1: X = -X
110 PRINT "SCORE ";T$(2);":";R(2);"  ";T$(1);":";R(1)
120 PRINT "INNING: ";N;" AT BAT: ";T$(T)
130 PRINT "OUTS: ";0
140 IF B$(1) = "" AND B$(2) = "" AND B$(3) = "" THEN GOTO 160
150 PRINT "MEN ON: ";B$(1);" ";B$(2);" ";B$(3);" ";B$(4)
160 PRINT "PRESS RETURN TO PITCH";: INPUT P$: PRINT
```

```
170 Y = INT(RND(1/X) * 200): X = RND(1/X)
180 IF Y < 24 THEN GOTO 230
190 IF Y < 36 THEN GOTO 240
200 IF Y < 40 THEN GOTO 250
210 IF Y < 48 THEN GOTO 260
220 IF Y < 200 THEN GOTO 270
230 Y = INT(RND(1/X) * 5): PRINT "SINGLE TO ";D$(Y): L = 1: GOTO 300
240 Y = INT(RND(1/X) * 5): PRINT "DOUBLE TO ";D$(Y): L = 2: GOTO 300
250 Y = INT(RND(1/X) * 5): PRINT "TRIPLE TO ";D$(Y): L = 3: GOTO 300
260 Y = INT(RND(1/X) * 5): PRINT "HOME RUN! OVER ";D$(Y): L = 4: GOTO 300
270 O = O + 1: Y = INT(RND(1/X) * 4)
280 PRINT O$(Y);" OUT": IF O < > 3 THEN GOTO 130
290 GOTO 410
300 B9(0) = 1: B9(4) = 0
310 FOR I = 1 TO L
320 FOR J = 1 TO 4: B9(5-J) = B9(4-J): NEXT J
330 B9(0) = 0 : IF B9(4) = 1 THEN R(T) = R(T) + 1: F = 1: B9(4) = 0
340 NEXT I
350 FOR I = 1 TO 3
360 IF B9(I) = 1 THEN B$(I) = B1$(I)
370 IF B9(I) < > 1 THEN B$(I) = ""
380 NEXT I
390 IF R(2) > R(1) AND N => N9 AND T = 2 THEN GOTO 460
400 PRINT: GOTO 110
410 T = 2/T: FOR I = 1 TO 4: B9(I) = 0: B$(I) = "": NEXT I
420 O = 0: IF T = 1 THEN N = N + 1
430 IF R(2) > R(1) AND N => N9 AND T = 2 THEN GOTO 460
440 IF R(2) < > R(1) AND T = 1 AND N > N9 THEN GOTO 460
450 PRINT "SIDE RETIRED": PRINT: GOTO 110
460 PRINT: PRINT "THE BALL GAME IS OVER"
470 PRINT "FINAL SCORE== ";T$(2);":";R(2);"  ";T$(1);":";R(1): END
```

This program is written in standard BASIC and is compatible with most leading brand home computers.

$1.95
in Canada $2.50



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ISBN 0-89954-246-8